```
GFXLight
+ target
+ vect
+ options
+ diffuse
+ specular
+ ambient

    attenuate

+ direction
+ exp
+ cutoff
+ size
+ GFXLight()
+ GFXLight()
+ SetProperties()
+ GetProperties()
+ setSize()
+ getSize()
+ getPosition()
+ disable()
+ enable()
+ attenuated()
+ apply attenuate()
     MeshFX
 + delta
  + TTL
   TTD
 + MeshFX()
 + MeshFX()
 + MergeLights()
```

+ Update()